

Armor Branch Brief



Fort Benning, Home of the MCoE





Agenda



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- Introduction
- What is the Armor Branch
- Future of the Branch
- Armor Leader Attributes
- Armor Basic Officer Leader Course ABOLC
- Scout Leaders Course SLC
- Platoon Count
- Duty Stations
- Q&A

Intent:

Educate future Army Officers on the Armor Branch and ultimately better align Cadets with Army needs.



What is the Armor Branch?



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The United Stated Army Armor Branch is the Combat Arm of Decision.

We are the premier mounted maneuver force comprised of the best trained, best led, best equipped, and most lethal Tankers and Scouts in the world. Soldiers first, we are experts in the art of maneuver warfare; mounted and dismounted reconnaissance and security operations; and the employment of combined arms and joint capabilities on the battlefield.

Armor and cavalry troopers thrive in conditions of ambiguity, uncertainty, and complexity; comfortable away from the main body-out front or on the flanks- and decisive when leading it. We operate with a mission command mentality always seeking opportunities to seize, retain, and exploit the initiative; creating and preserving freedom of action for our force while denying the enemy options.

Armor and cavalry leaders combine the superior capabilities of our equipment with the ingenuity of our Troopers to find, fix, close with and destroy the enemies of our nation through combinations of mobility; precise, lethal, and overwhelming firepower; and devastating shock effect.

Armor branch is a team of teams ready to fight and win anytime, anywhere, under any conditions of battle.

FORGE THE THUNDERBOLT!



Armor Leader Attributes



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INTELLIGENCES: Bodily-Kinesthetic, Interpersonal, Spatial

KNOWLEDGE: The Armor branch desires officers with academic backgrounds that span the entire spectrum of disciplines and majors offered at our nation's undergraduate institutions. Broad individual experiences contribute to the success of the branch.

- > RELEVANT EDUCATION / EXPERIENCE: Leadership role in team athletics; Cadet Troop Leading Time / Leader Development Time (CTLT / CLDT) with Tank / Scout PL; Company / Troop CDR; Armor or Basic Training/OSUT units; Staff Officer (not all inclusive). Prior enlisted time in a Maneuver branch.
- > RELEVANT TRAINING / CERTIFICATIONS: Scout Leaders Course; Bradley Commander and Gunner Course; Stryker Scout Commander Course; Ranger; Airborne; Air Assault; Maneuver Leader Maintenance Course.

SKILLS: Armor officers are leaders of teams who are experts in combined arms, reconnaissance, and security operations. They possess the technical and tactical competence, social and cultural awareness, and oral and written communications skills needed to cultivate trust, and teamwork. Armor officers are responsible for training their units for combat to defeat lethal, adaptive enemies in all types of terrain. Armor officers lead their tank formations, closing with and destroying the enemy, as well as lead scouts conducting reconnaissance and security. They are physically fit and mentally tough, prepared to succeed under the most adverse conditions. They are leaders who possess a flexibility of mind, able to utilize multiple technologies to devise solutions to complex and dynamic challenges. Armor officers are comfortable making decisions in ambiguous environments, developing courses of action, determining and mitigating risks, then precisely and effectively communicating plans to accomplish the task or mission.

BEHAVIORS: (In addition to foundational)

Results Oriented Cooperation/Teamwork Initiative Problem Solving Self-aware

TALENT PRIORITIES:

- 1. MENTALLY TOUGH: Stress tolerant and emotionally mature. Performs well even under extreme psychological stress.
- 2. PHYSICALLY FIT: Physically tough, gritty, and tenacious. Performs well even under extreme physiological stress.
- 3. COMMUNICATOR: Precise, efficient, and compelling in both written and spoken word.
- 4. TECHNOLOGICALLY ADEPT: Understands and comfortably uses the latest technologies.
- 5. PROBLEM SOLVER: Able to choose between best practices and unorthodox approaches to reach a solution. Accomplishes the task.
- **6. INNOVATIVE:** Creative, inquisitive, and insightful. Easily identifies new solutions and catalyzes change.



Armor Leader Attributes



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HireVue is a hiring platform to help the Armor branch best identify talent.

Key Date: Hiring Event TBD

1.	Why do you want to be an Armor Officer?
2.	What does servant leadership mean to you?
3.	What attributes and behaviors do you think successful leaders exhibit? Who, are what, is your inspiration?
4.	Explain 3 qualities of leadership, give an example of a time you've displayed one of these qualities
5.	Describe a moment when you failed; how did you adapt and overcome this moment?
6.	Describe a situation when you exhibited mental toughness, problem solving, or innovation.
7.	What extracurricular or personal activities do you participate in? Have they impacted your life in any way?

AR Branch Cadet Interview									
Cadet Name: AR Branch Preference (#): Commission Source: ADSO Y/N:									
Knowledge Questions: - Why do you want to be an Armor Officer?									
- What does servant leadership mean to you?									
Behavior Questions:									
- What attributes and behaviors do you think successful leaders exhibit? Do you have or are you developing those attributes and behaviors?									
- What three words best describe your approach to leading?									
- Describe a moment when you failed; what did you leam?									
Talent Priority Questions:									
- Describe a situation when you exhibited mental toughness, problem solving, or innovation (Limit 500 characters):									
- Extra Curricular Activities (Limit 500 characters):									

Submit your completed questionnaire to CPT Jacob Bouley Email: usarmy.benning.mcoe.mbx.armor-ocoa@mail.mil



Armor Basic Officer Leader Course



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<u>Purpose</u>: ABOLC is designed to develop lieutenants into self-confident, agile and adaptive Armor platoon leaders capable of leading both armor and cavalry formations, as well as motivating teams to solve complex problems.

<u>Overview</u>: The course is divided into four blocks: Foundation, Technical, Tactical I, and Tactical II. The culminating field problems tests students' abilities to conduct mission command in a simulated

combat environment.

Lenath:

17 Weeks (119 days)

Target Audience:

Lieutenants from all commissioning sources

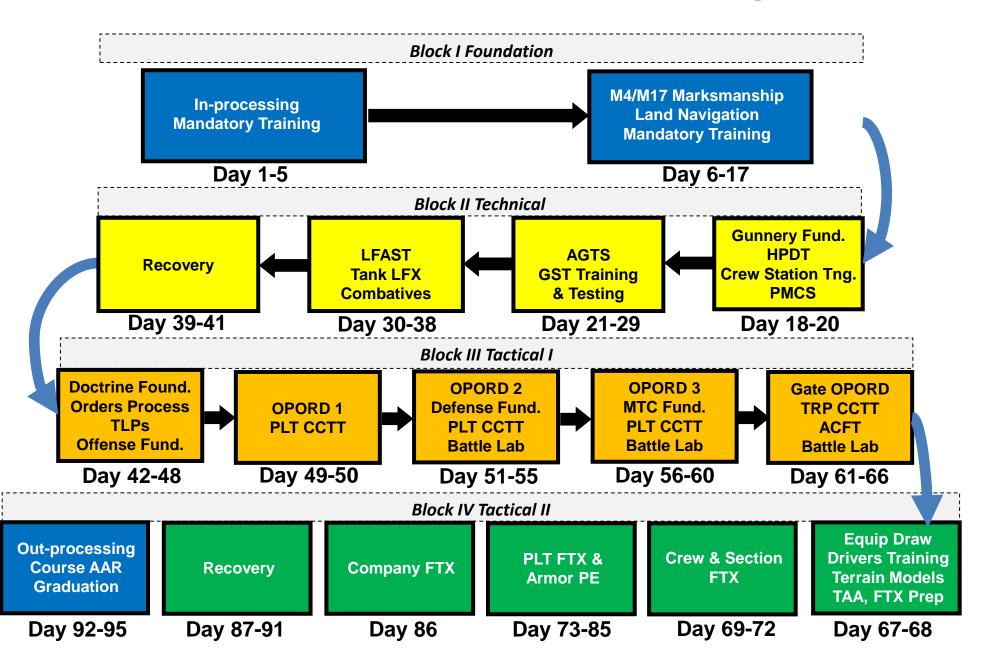




Armor Basic Officer Leader Course



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Scout Leaders Course



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<u>Purpose</u>: SLC trains Reconnaissance and Security (R&S) leaders to develop advanced skills in R&S, a better understanding of the Commander's Critical Information Requirements (CCIR), how to communicate battlefield information rapidly and accurately, and methods to employ supporting assets while maneuvering a scout platoon in a combined arms formation.

<u>Overview</u>: 4x phases in the course: One week of classroom instruction, Operation Bushmaster, Operation Eagle Eye, and Operation Last Stand.

Lenath:

4 Weeks (26 days)

Target Audience:

All ABOLC complete 2LTs – Especially those going to SBCT/IBCT

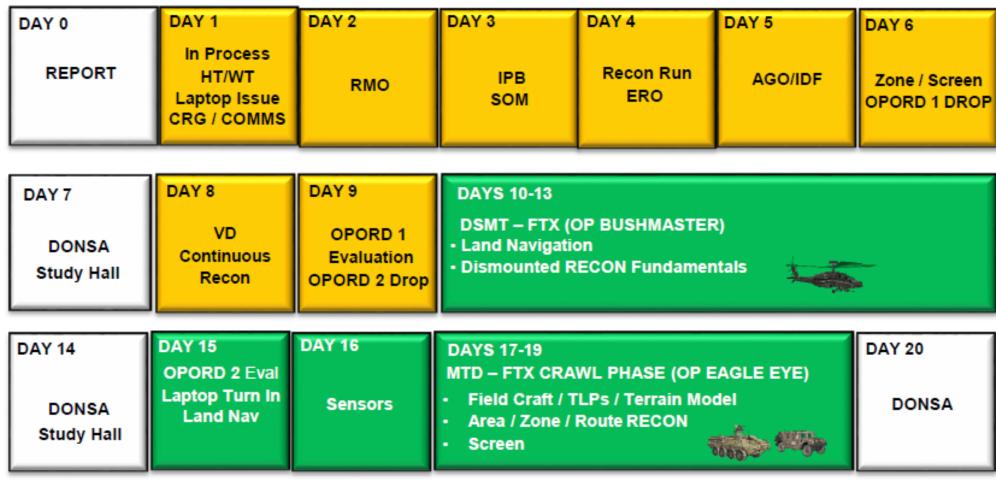




Scout Leaders Course



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DAYS 21 - 25 MTD - FTX RUN PHASE (OP LAST STAND) Conduct Zone Recon Conduct Area Recon Conduct Route Recon Establish a Screen



ABOLC Assignment Training Strategy



	<u>ABOLC</u>	T1_Required	T2 Strongly Encouraged	T3 Optional (Time Permitting)	First Duty Station (AC)
ABCT Armored Brigade Combat Teams	ABOLC	SLC (R7) Bradley CDR Crs	MLMC	Mortar Ldr Crs	DED IRONSIDES DED IRONSIDES DED IRONSIDES
SBCT Stryker Brigade Combat Teams	ABOLC	SLC (R7) Stryker Scout Cdr Crs (R4)	MLMC	Mortar Ldr Crs	→ (2) (3) (4)
IBCT Infantry Brigade Combat Teams	ABOLC	SLC (R7) * RANGER	MLMC	Mortar Ldr Crs	ARBORNE ARB

- The Scout Leader Course (SLC) takes priority over other courses.
- * Officers on assignment to Airborne IBCT are required to attend Airborne course.
- Priority may change due to course availability.
- T3 Functional courses are encouraged for all Armor 2LTs (time permitting).



FY21 PLATOON COUNT





















SBCT

Stryker Brigade Combat Teams









IBCT







Tank Platoon

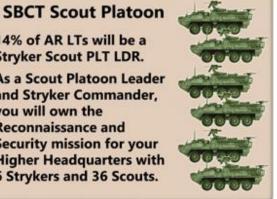
43% of AR LTs will be a Tank PLT LDR.

As a Platoon Leader and Tank Commander you are charged with the employment and maneuver of 4 Tanks and 16 Soldiers.



14% of AR LTs will be a Stryker Scout PLT LDR.

As a Scout Platoon Leader and Stryker Commander, you will own the Reconnaissance and Security mission for your **Higher Headquarters with** 6 Strykers and 36 Scouts.



IBCT Scout Platoon

16% of AR LTs will be an IBCT Scout PLT LDR.

As a Scout Platoon Leader in an IBCT. you will own the Reconnaissance and Security mission for your Higher Headquarters with 6 JLTVs and 24 Scouts.



ABCT Scout Platoon

22% of AR LTs will be a Bradley Scout PLT LDR.

As a Scout Platoon Leader and Bradley Commander, you will own the Reconnaissance and Security mission for your **Higher Headquarters with** 6 BFVs and 36 Scouts.



MGS Platoon

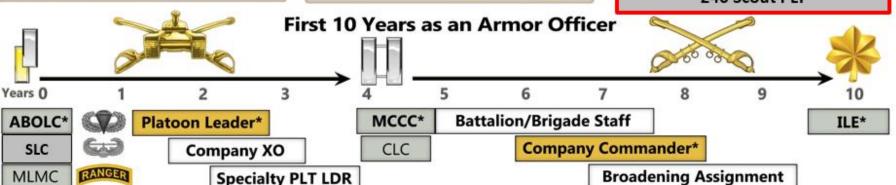
5% of AR LTs will be a Stryker MGS PLT LDR.

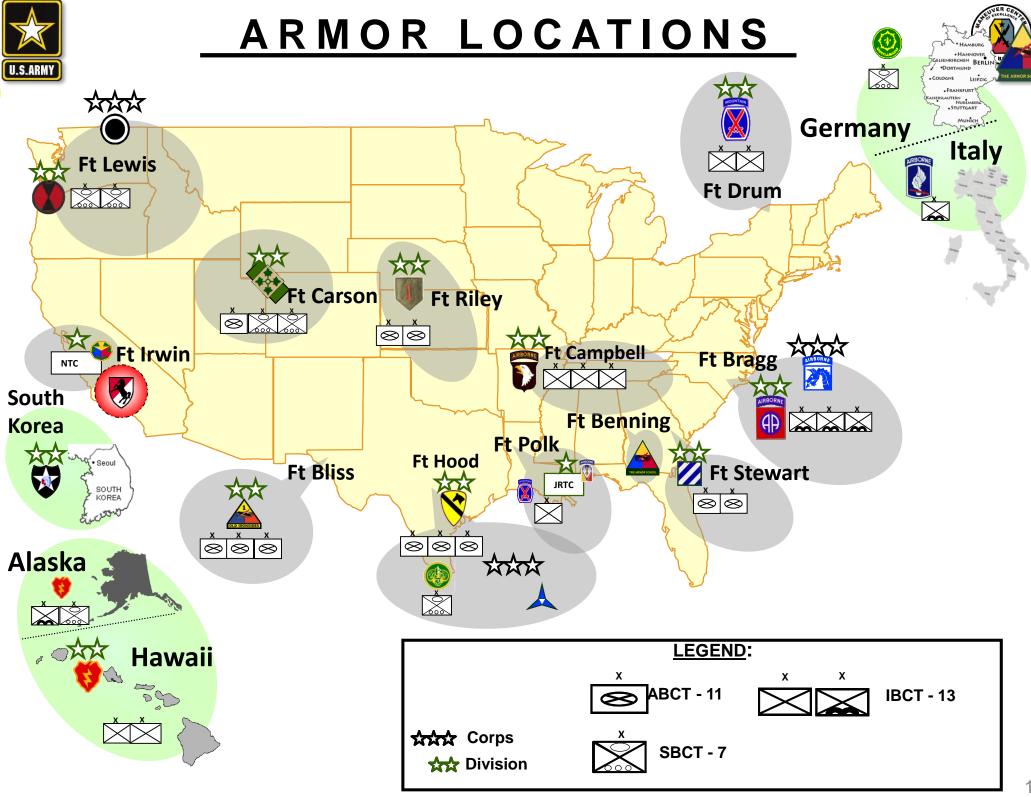
As an MGS Platoon Leader you will provide direct supporting fires to Infantry squads during the assault with 4 MGS Strykers and 12 Soldiers.



31 BCTs in the Army 11 ABCT, 13 IBCT, 7 SBCT

459 Total Platoons 198 Tank PLT, 21 MGS PLT 240 Scout PLT







Contact Info



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MS TEAMS: "Armor Branch Proponent"

Team Code: atochez



Social Media & Armor Branching Website



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Instagram @armorschool

facebook U.S. Army Armor School



https://www.benning.army.mil/Armor/Cadet-Branching



Questions



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